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PAL

Schummed





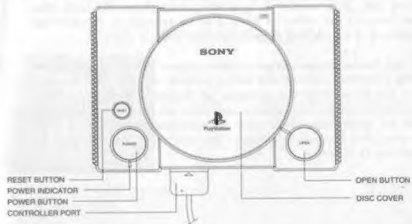
GETTING STARTED

Set up your PlayStation™ Console according to the instructions in its Instruction Manual. Insert a Controller into Controller port 1 and add a Memory card into Memory card slot 1. NOTE: If you do not have a Memory card you will be unable to save your game position.

Ensure the power button is OFF before inserting the EXHUMED disc, label side up, into the PlayStation™. Press the power button ON; the PlayStation™ logo will appear; when the Title Screen is shown you are ready to play Exhumed.

If the Title Screen doesn't appear, press the power button OFF; ensure your PlayStation™ is set up correctly and the EXHUMED disc is properly inserted before pressing the power button ON again. It is advised that you do not insert or remove peripherals or Memory cards once the power is switched on. Make sure there is enough free blocks on your Memory card before commencing play.

AND REMEMBER! Always ensure the PlayStation™ power button is OFF before inserting or removing the EXHUMED disc.



TROUBLESHOOTING

Should you have problems loading EXHUMED, ensure that the disc is clean and free of dirt. This is best done with a soft cloth which should be gently wiped from the inside to the outside of the disc.

Never use any sort of cleaning product on a CD as its surface can be easily damaged. Should you still experience loading difficulties or you require help with the game, call 0171 384 7864 between 10.00 am and 1.00 pm or 2.00 pm and 5.00 pm Monday to Friday.

INTRODUCTION

Hey, tough guy - fancy saving the world for a change?

The ancient Egyptian city of Karnak has been seized by an unknown power and great turmoil is spreading throughout the land. Many have entered the valley of Karnak in an attempt to discover the source of the evil, but none have returned.

So the future of our planet is now in your hands... Explore the valley's locations above and below ground and find out what's going on - but be warned: the presence of this mysterious force has resurrected many bloodthirsty creatures, all intent on claiming your soul for themselves. Don't take any chances: make use of any weapons left behind by previous (*unsuccessful*) visitors and kill anything that moves.

That is all.

THE TITLE SCREEN



After the LANGUAGE SELECT SCREEN has been shown, three options are presented NEW GAME, LOAD GAME and OPTIONS; the option to be selected is highlighted.

Press the up or down Directional Buttons to highlight an option.

Press the X Button to select the highlighted option.

NEW GAME Begin play from the very beginning.
LOAD GAME Shows any saved games on a Memory Card; select one as you would an option to resume play from the saved position (*see the Saving Games section for more information*).

OPTIONS Calls up the Options Screen.

THE OPTIONS SCREEN



Four new options are presented: CONTROLS, SOUND FX VOLUME, MUSIC VOLUME and EXIT.

CONTROLS Calls up the Controls Screen so you can personalise your own button setup.

VOLUME for the SOUND FX.

VOLUME for the MUSIC

EXIT Return to the Title Screen.

WHAT YOU CAN EXPECT TO SEE IN PLAY

Your view of the world is from a first-person perspective (through the eyes of the hero). A panel at the bottom of the screen keeps you informed of your current status.

MESSAGES



WEAPON POWER

ACTIVE WEAPON COMPASS HEALTH

MESSAGES Useful information (such as the names of any objects collected) is shown in the top center of the screen.

AREA MAP There's no need to make a map as you go along - Exhumed automatically does it for you. The map rotates as you move and the arrow always shows your current direction. Note that the white lines represent your current plane; blue lines indicate areas above and red lines areas below. (See *The Inventory Screen* section later for details of how to access the map.)

WEAPON POWER This blue bar shows how much ammunition is available for the weapon in hand; it's increased by collecting the appropriate orbs (see *Appendix Two: Collectibles* for more information). Note that each weapon has its own power level.

COMPASS An invaluable pointer in case you get lost.

ACTIVE WEAPON The blue dot shows which weapon is in hand.

HEALTH This red bar represents your life-blood; it's increased by collecting the appropriate orbs (see *Appendix Two: Collectibles* for more information). Health is lost when you are hit by or touch something bad (a creature, fireballs, an explosion or lava, for example) or fall great distances. When your health bar is depleted, play restarts at the beginning of the current area - and with the same weapons, weapon power and health as you entered it.

TAKE CONTROL

Before you play, take time to familiarise yourself with the controls. Note that the default controls are used to illustrate functions.

RUNNING

Press the up or down Directional Button to run forwards or backwards.

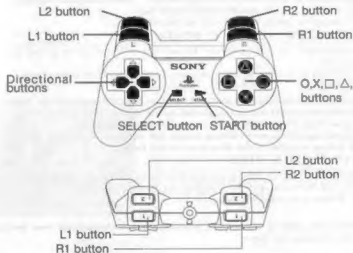
Press the left or right Directional Button to turn in those directions.

SIDE-STEPPING (STRAFING)

A useful move for dodging anything shot at you.

Press the L1 Button to step to the left.

Press the R1 Button to step to the right.



JUMPING

You can't jump very high, but it's better than not being able to jump at all...

Press the X Button to jump straight up.

Press the X Button while moving forwards, backwards or sideways to jump in those directions. Note that the distance you jump depends on how long you hold the relevant direction; also, you can direct yourself slightly while in the air.

COLLECTING OBJECTS

Simply run over the object in question.

USING WEAPONS

Simply point the weapon at the target, regardless of its height, and fire... Provided a clear enough shot is possible (and your accuracy is good) the elevation is automatic. (See Appendix One: Weapons for further details.)

Press the R2 Button to select the next weapon held.

Press the L2 Button to select the previous weapon held.

Press the □ Button to activate the current weapon held.

ACTIVATING SWITCHES & DOORS

Note that some doors can only be opened by switches or if you are in possession of the correct key.

Press the O Button to activate a switch or open a door directly in front of you.

SWIMMING

Be warned: you can't hold your breath for long. Note that the guns and the flamethrower won't work underwater; and watch out for the Amun Mines - they don't travel so far.

Press the up or down Directional Button to look down or up.

Press the left or right Directional Button to turn left or right.

Press the X Button to swim in the direction you are facing.

ADJUSTING YOUR VIEW

Press and hold the ▲ Button then press any Directional Button to look around (note that up and down are reversed - as they are when swimming).

Press the ▲ Button a second time to centre the view.

PAUSE

You can PAUSE the game at any time by pressing the Start button and from the Pause menu you can also quit the game.

INVENTORY SCREEN

A complete overview of all items held - including any keys. Four options are presented:

MAP, ARSENAL, ARTEFACTS and TRANSMITTER.

Press the Select button to put the action on hold and call up the Inventory Screen.

Press the up or down Directional Button to highlight an option.

Press the left or right Directional Button to affect the highlighted option.

Press the Start Button again to resume play.

MAP Open or close the Area Map.

ARSENAL View the weapons you currently possess.

ARTEFACTS Shows which ones have been collected.

TRANSMITTER What's this? A transmitter is needed to complete the game; unfortunately, it's

been broken into eight pieces, each one hidden in trap-ridden areas. If your transmitter isn't re-assembled at the end of the game you will fail in your quest.



WORLD MAP

An overview of Karnak Valley is shown between areas. Note that you can revisit areas already completed (indeed, it might be necessary).

A mystical eye shows your current location; the arrows surrounding the eye indicate possible destinations (the highlighted arrows represent the direction of locations already visited).

Press a Directional Button to move between locations already visited.



SAVING GAMES

When you leave an area, you will be asked if you wish to save the current state of play to a Memory Card. EXHUMED uses 1 Memory card block per save, if you do not have enough free space you can overwrite a previous EXHUMED saved game or insert a new Memory card. NOTE: EXHUMED will not overwrite a non-EXHUMED saved game.

APPENDIX ONE: WEAPONS

You always have a machete which slashes left and right and requires no weapon power. Seven more devastating weapons are at your disposal - provided you can find them.



PISTOL A fairly effective handgun.



M-60 A powerful machine gun which eats up weapon power.



AMUN MINES Grenades, basically. The longer you hold the fire button, the further the mine is thrown when the button is released.



FLAMETHROWER The only way to roast the enemy...



COBRA STAFF Shoots magical homing missiles. Beware: the Cobra does not differentiate between targets, so if there's nothing in range, it will come back for you.



THE RING OF RA Use it to unleash deadly bouncing red fireballs.



THE MANACLE OF POWER Shoot blue lightning flashes which home in on any creatures in proximity. The longer the fire button's held, the more powerful the blast when the button is released (*listen out for whine as the power charges up*).

APPENDIX TWO: COLLECTIBLES

The following items are found in most areas...



WEAPON POWER These blue orbs increase the 'ammunition' of the weapon held; they are left behind by some dead creatures and exploded pots.



HEALTH INCREASE These red orbs top up your health; they are left behind by some dead creatures and exploded pots.



KEYS There are four, namely the Symbols of Power, Time, War and Earth. Note that keys cannot be taken between areas and may not look the same.

APPENDIX THREE: ARTEFACTS

Once an artefact is acquired, it can't be discarded - but why would you want to?



THE SANDALS OF IKUMPTET Increase the power of your jump.



SOBEK'S MASK A mystical aqualung to help you breathe underwater. Note the bubble in the top right-hand corner to reflect your oxygen supply.



THE SHAWL OF ISIS A mystical parachute; press and hold the jump button while falling to activate the Shawl and float gently to the ground.



THE ANKLETS OF PROTECTION Provide full protection from swamp and partial protection from lava.



THE KILMAAT SCEPTRE The power to walk through force fields.



THE HORUS FEATHER The power of levitation; press and hold the jump button to levitate.

APPENDIX FOUR: SPECIAL ITEMS

Look out for the following...



SWITCHES You won't know what they activate until you touch them...



POTS They come in different shapes and sizes, but all contain weapon power, health, creatures or nothing. To release their contents shoot them until they explode. One random pot on each of the levels contains an area map which will reveal the whole of the level you are on.



EXPLOSIVE POTS Contain unstable oil; shoot them to set them off - but stand well clear of the resulting explosions.



ENERGY ANKHS These mystical symbols give you extra maximum energy. This is represented by a red dot beneath your energy bar.



FULL WEAPON POWER This blue orb is similar to those dropped by dead creatures except it has a mantle effect around it. It will totally recharge the weapon you are holding and partially recharge all other weapons in your inventory when you collect it.



FULL HEALTH Similar to the Full Weapon Power orb, except red in colour, when collected all your energy will be instantly restored.

PRESSURE PADS Stand on them to activate something, usually a door.

SWAMP Don't try swimming in this poisonous green liquid. Unless you have the Anklets of Protection that is.

LAVA Red pools of hot liquid death.

APPENDIX FIVE: CREATURES

Here are some of the creatures you can expect to meet during your adventure...



SCORPIONS They scuttle across the floor and leap into the air (*the best time to shoot them*). Scorpions are relentless and difficult to shoot close up, so keep your distance.



BIRDS OF PREY They dive at you, claws extended - but chances are you will hear their shriek before you see them.



ANUBIS Guardians of the dead with jackals' heads. From a distance they shoot electric charges (*blue fireballs*); close up they use their vicious claws.



GIANT PIRANHA Their bark's worse than their bite - except they don't bark.



MUMMIES With a tap of their staffs on the ground, evil spirits are shot forth. Get too close to a Mummy and it will strike you with its staff.



GUARDIANS OF BAST They look like statues - until you get too close and they wake up, leaping around with their sharp claws flailing. Shoot them quickly before they disappear - and if they do, don't stand still for too long or they will reappear behind you.

EVIL SPIRITS Mystical red snakes shot by Mummies.

APPENDIX SIX: HANDY HINTS

Some morsels of advice to help you on your way.

Get the hump... When you see a camel, run up to it. You will be asked if you wish to travel to an adjacent area; if you do, the World Map is presented.

Beware of traps such as fireball-spitting holes (*look out for triggers in the floor*).

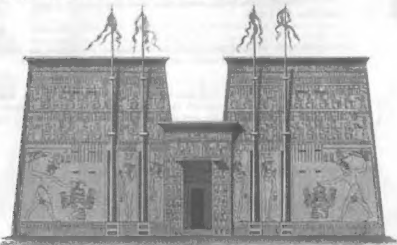
Remember: falling great distances is not a good idea (*not unless there's no choice*); it hurts and health is lost.

Bear in mind that you cannot pick up weapon power or health when the respective bars are at the maximum.

Listen out for noises made by creatures to alert you to an attack.

Some doors and walls are opened by secret switches in the floor; sometimes they are activated when objects are taken.

Experiment with your weapons to find out which is most effective against which enemy. For example the flamethrower is the bane of a Mummy's (un)life.



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